



Druid 1

## CLASS &amp; LEVEL

High Elf

## RACE/ANCESTRY/HERITAGE

STR  
**+0**  
10**+2** PROFICIENCY  
BONUS

## SAVING THROWS

- +0 Strength Saves
  - +2 Dexterity Saves
  - +2 Constitution Saves
  - +1 Intelligence Saves \*
  - +4 Wisdom Saves \*
  - +1 Charisma Saves
- \* Prof. bonus added

CON  
**+2**  
14INT  
**-1**  
9WIS  
**+2**  
15CHA  
**+1**  
12

## CLASS &amp; LEVEL

## RACE/ANCESTRY/HERITAGE

Hermit

## BACKGROUND

## SPEED

ARMOR  
CLASS  
(AC)

## INITIATIVE

**15**    **+2**    **30 ft.****Armor Worn:** leather armor, wooden shield**HIT POINTS**    **HIT DICE**  
**10**              **1d8****DEATH SAVES:** Success O O O Fail O O O

## WEAPON &amp; UNARMED ATTACKS

**Basic Attack.** One target per Attack action.**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage.**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)**Shillelagh Club.** *Melee Spell/Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 bludgeoning damage. (Cantrip effect on weapon lasts for 1 minute.)

## MAGIC, FEATS &amp; SPECIAL ATTACKS

**Poison Spray Cantrip.** *Ranged Spell Attack:* Target a creature within 10 ft. that you can see, it must succeed on a DC 9 Constitution saving throw or take 1d12 poison damage. (No damage if made save.)

## CLASS

## Druid Class Features [PHB p. 65]

- Ritual Casting

## SPELLS

## Spellcasting [PHB p. 201]

Spell Attack Modifier +4  
Spell Save DC 12**Cantrips Known:** *Guidance, Poison Spray, Shillelagh*

## Prepared Spells

1st Level (2 slots): *Cure Wounds, Animal Friendship, Detect Magic*

## EQUIPMENT &amp; TREASURE

**Carried Gear [PHB, p. 143]:** leather armor (AC 11), shield (AC +2), scimitar, club, dagger, sling and 20 stones, herbism kit (clippers, mortar and pestle, pouches and vials of herbs), set of common clothes, a scroll case stuffed full of personal notes, a winter blanket. (This load is about 42 lbs.; add 1 lb. per 50 coins carried.)

## Hermit Background [PHB p. 134]

- **Feature:** Discovery (great secret).
- **Traits:** Joined a communal group. Spent year living on another planet.
- **Ideal:** Truth unlocks cosmic power.
- **Bond:** Your hermitage above all.
- **Flaw:** Uses drugs to stay awake.

## PROFICIENCIES &amp; LANGUAGE

**Armor:** light armor, medium armor, shields (nonmetal only)**Weapons:** club, dagger, dart, javelin, longbow, longsword, mace, quarterstaff, scimitar, shortbow, shortsword, sickle, sling, spear**Tools:** herbism kit**Saving Throws:** Intelligence, Wisdom**Skills:** Insight, Medicine, Nature, Perception, Religion**Languages:** Common, Undercommon, Drudic, Elvish

## RACE

## High Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 178 years old
- Medium Size (5' 1", 132 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)
- Elf Weapon Training (swords, bows)
- Keen Senses (Perception)
- Trance (4 hrs. as 8 hrs. sleep)
- Cantrip (*Poison Spray*)

**Coins & Gems:** 6 gold pieces (gp); 26 silver pieces (sp); 74 copper pieces (cp); 2 gems (worth 10 gp each)